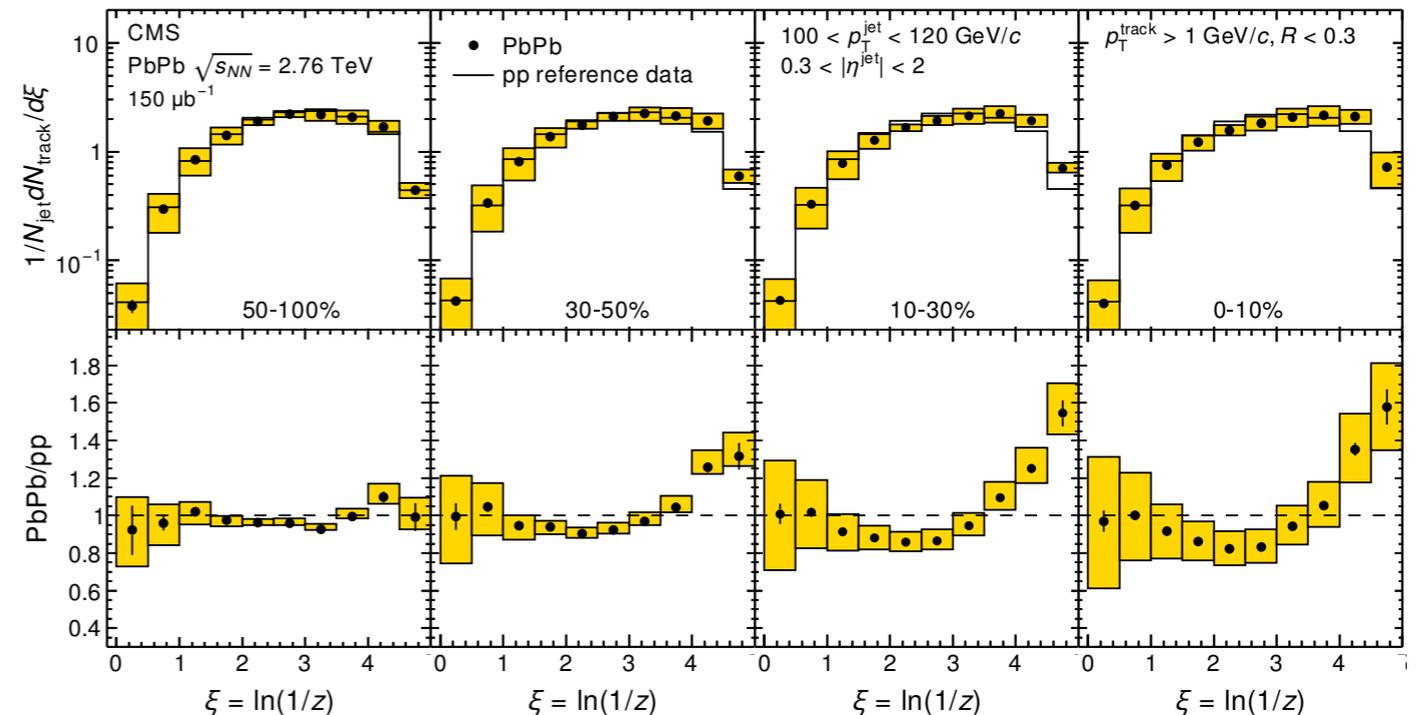
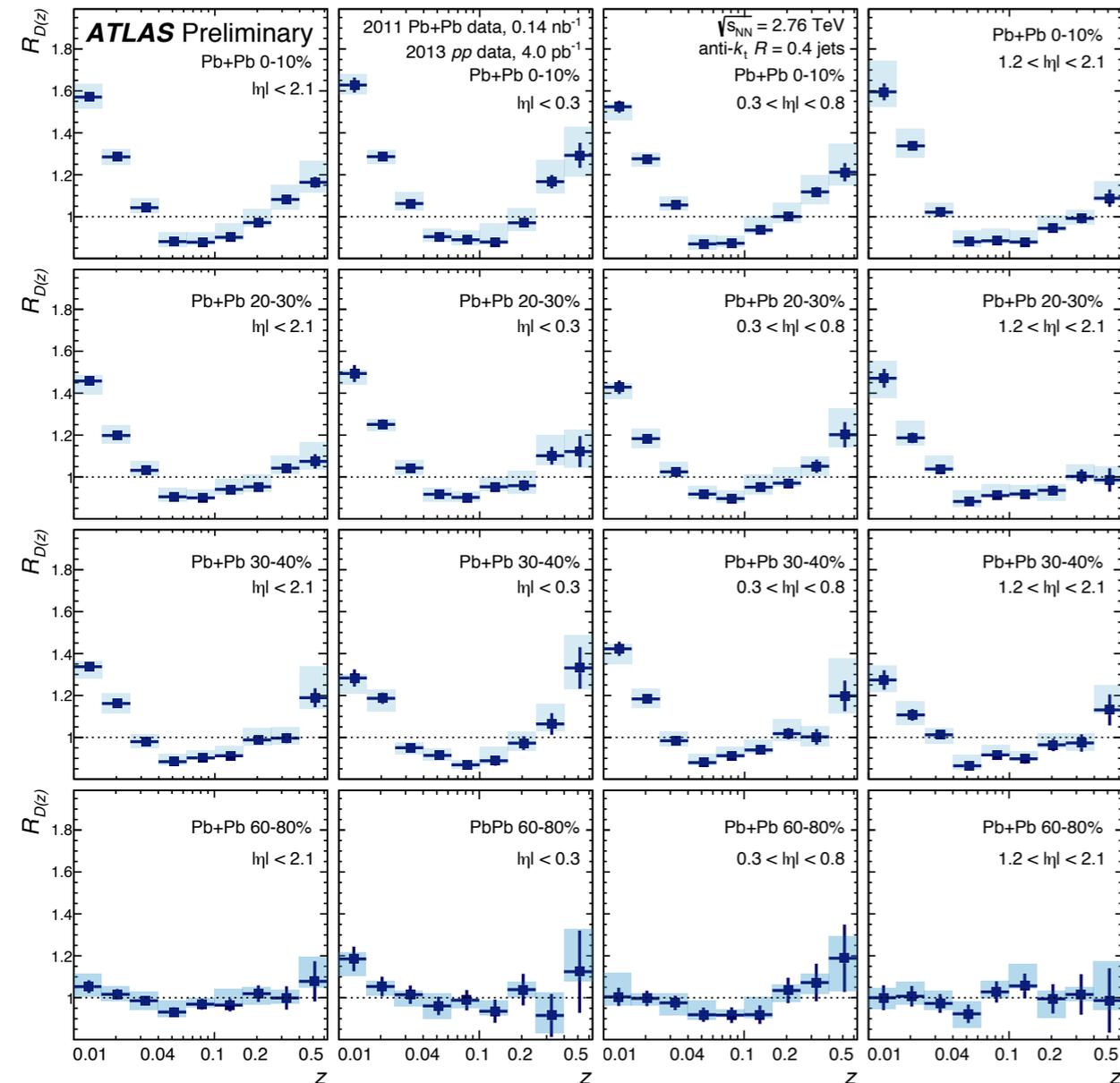


# Fragmentation function performance

Dennis V. Perepelitsa  
Brookhaven National Laboratory

1 March 2016  
sPHENIX Simulations Meeting

# Motivation

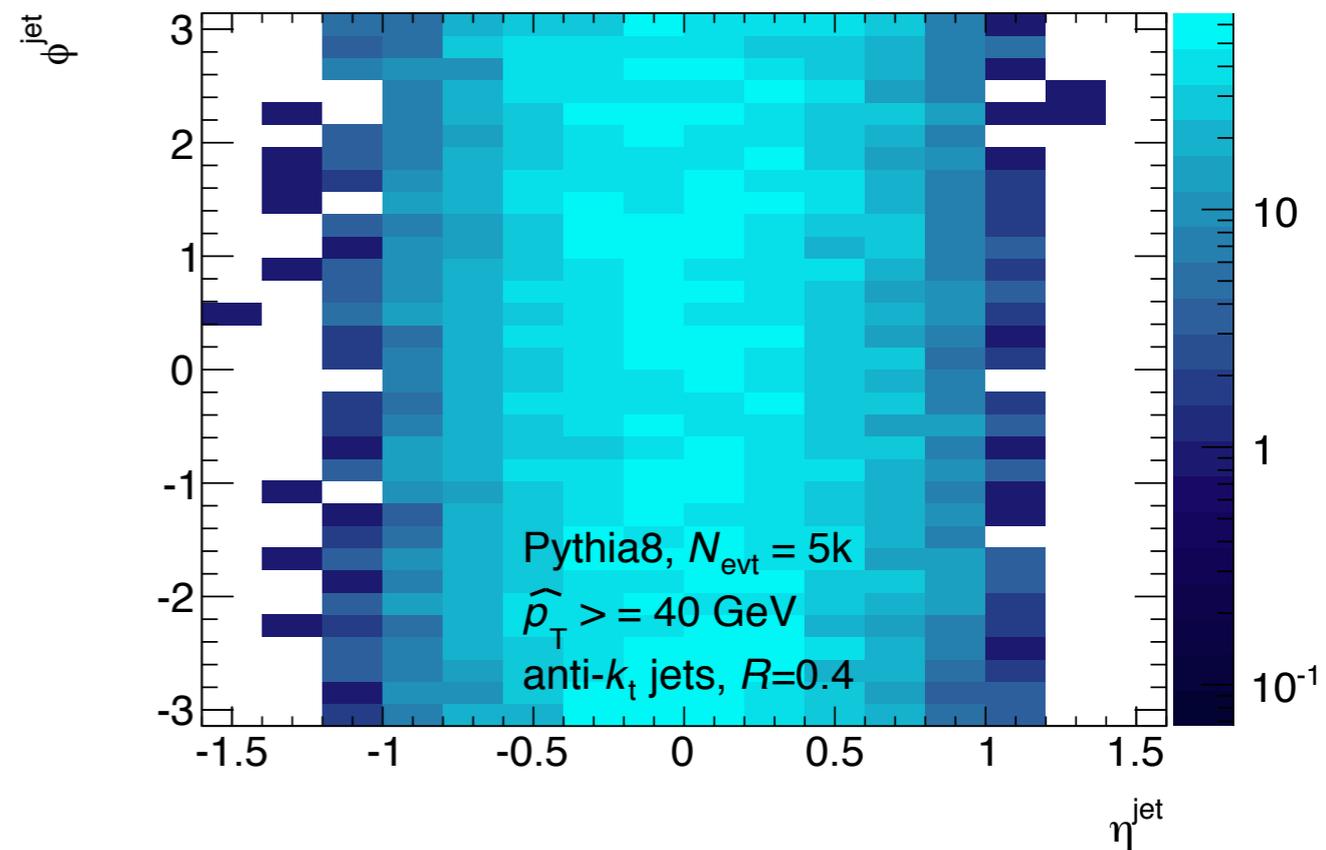
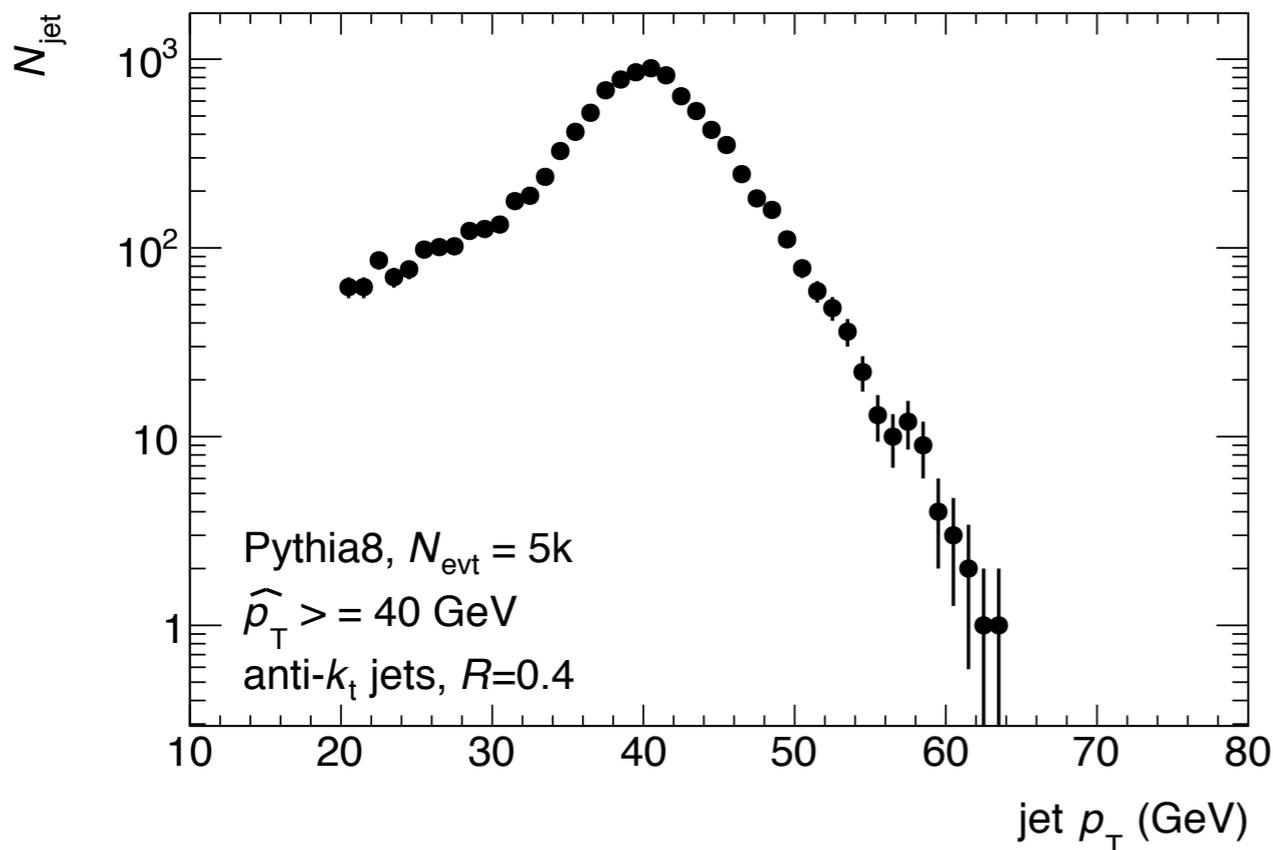


CMS PRC 90 (2014) 024908

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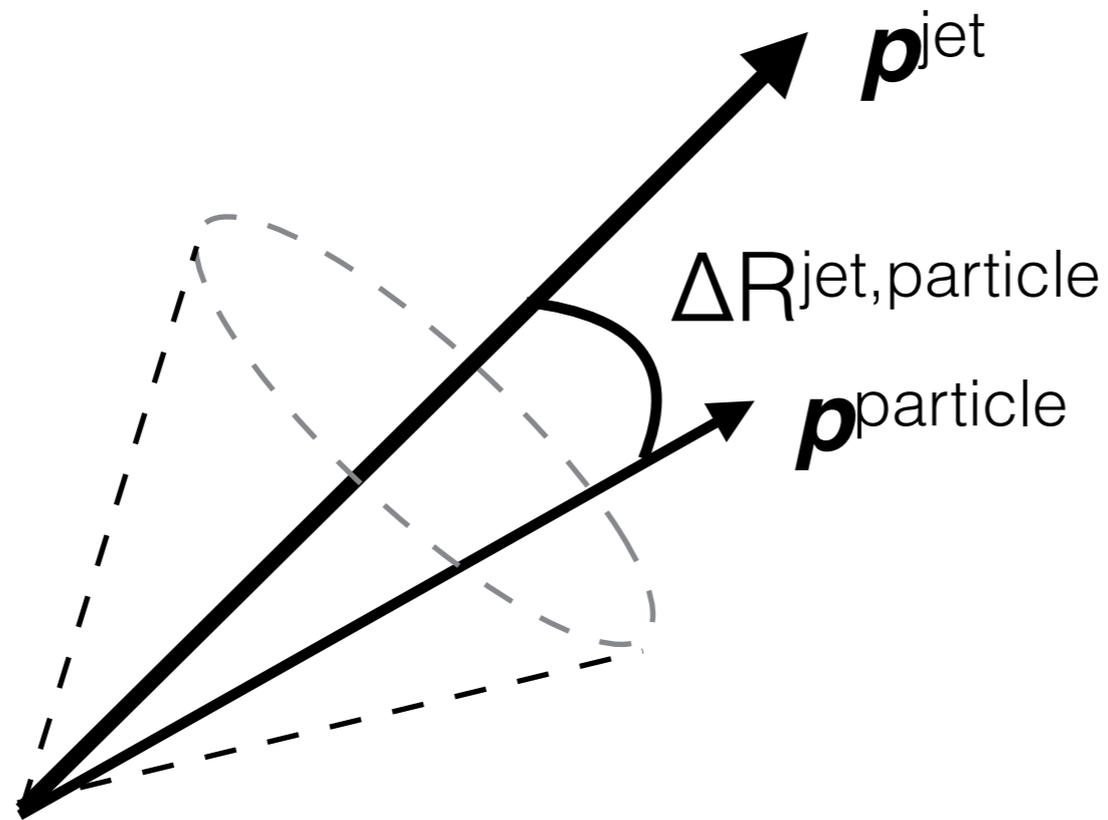
- How well can sPHENIX measure fragmentation functions?
  - ➔ in  $p+p$ ,  $Au+Au$ , and with different tracking options
  - ➔ physics insight from LHC:  $\sim 20\%$  modifications for  $z=0.05-0.50$ , up to  $\sim 60\%$  modification for  $z < 0.05$
  - ➔ This update: focus on  $p+p$  collisions, default tracking option to start

# Simulated dataset

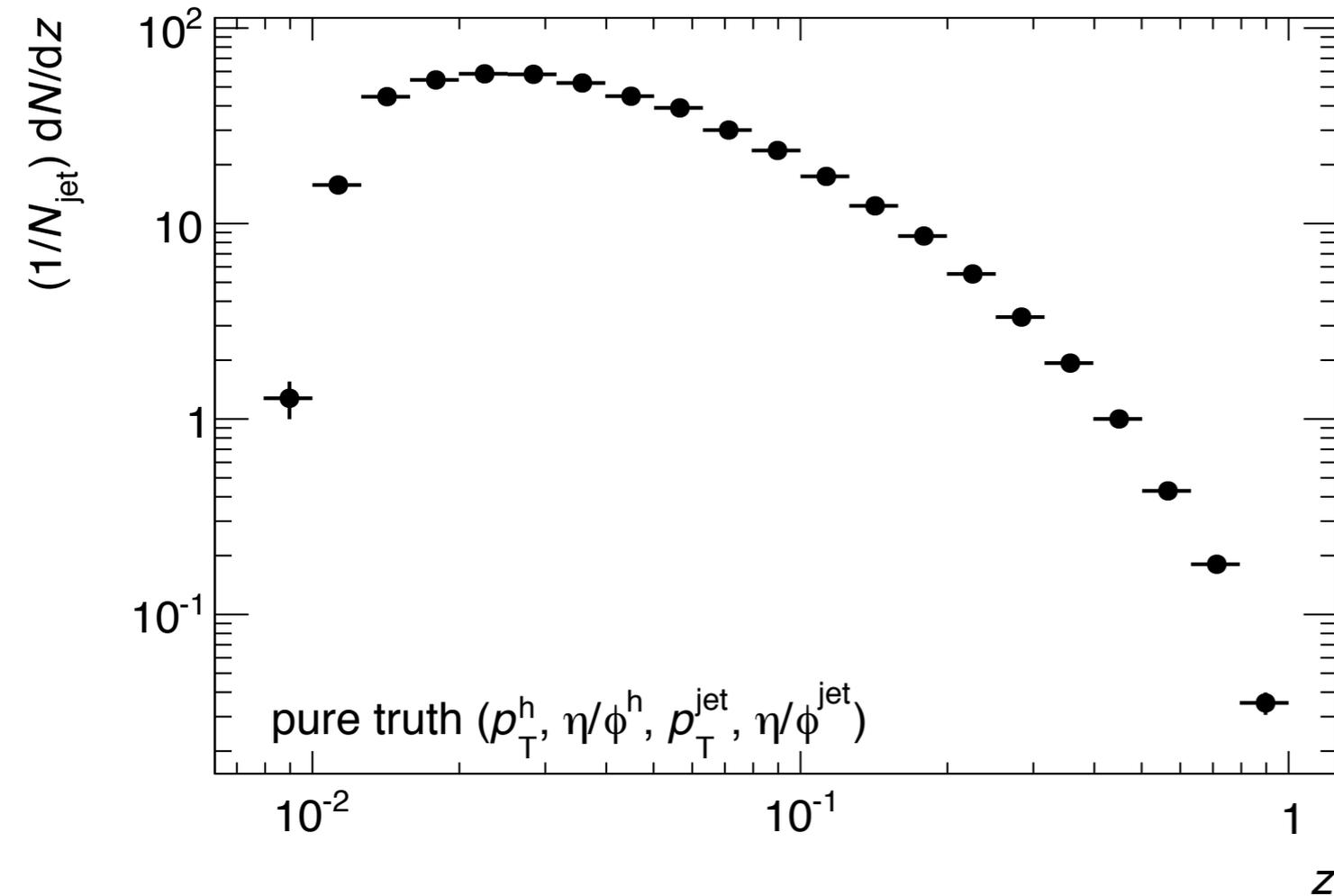


- Ran 5k Pythia8 dijet events, minimum  $\hat{p}_T > 40 \text{ GeV}$ 
  - ➔ only analyze  $R=0.4$  truth jets with  $p_T > 20 \text{ GeV}$  and  $|\eta^{\text{jet}}| < 0.6$  (so that  $|\eta^{\text{jet}} \pm 0.4| < 1.0$ )
- Full G4 simulation with fully active 7 layer pixel+strip in cylindrical geometry form (“G4\_Svtx.C”)
  - ➔ not yet simulating any calorimeter elements (so no reco jets)

# Observable definition



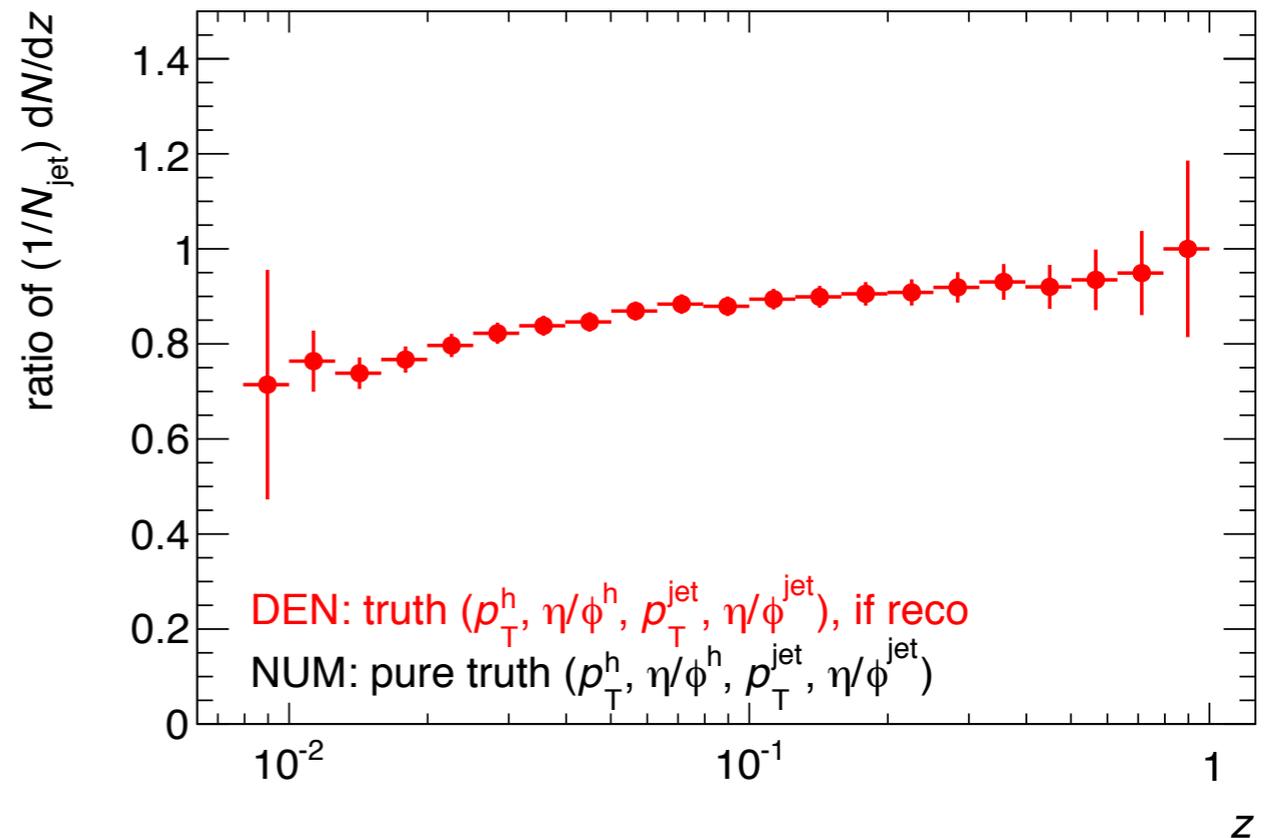
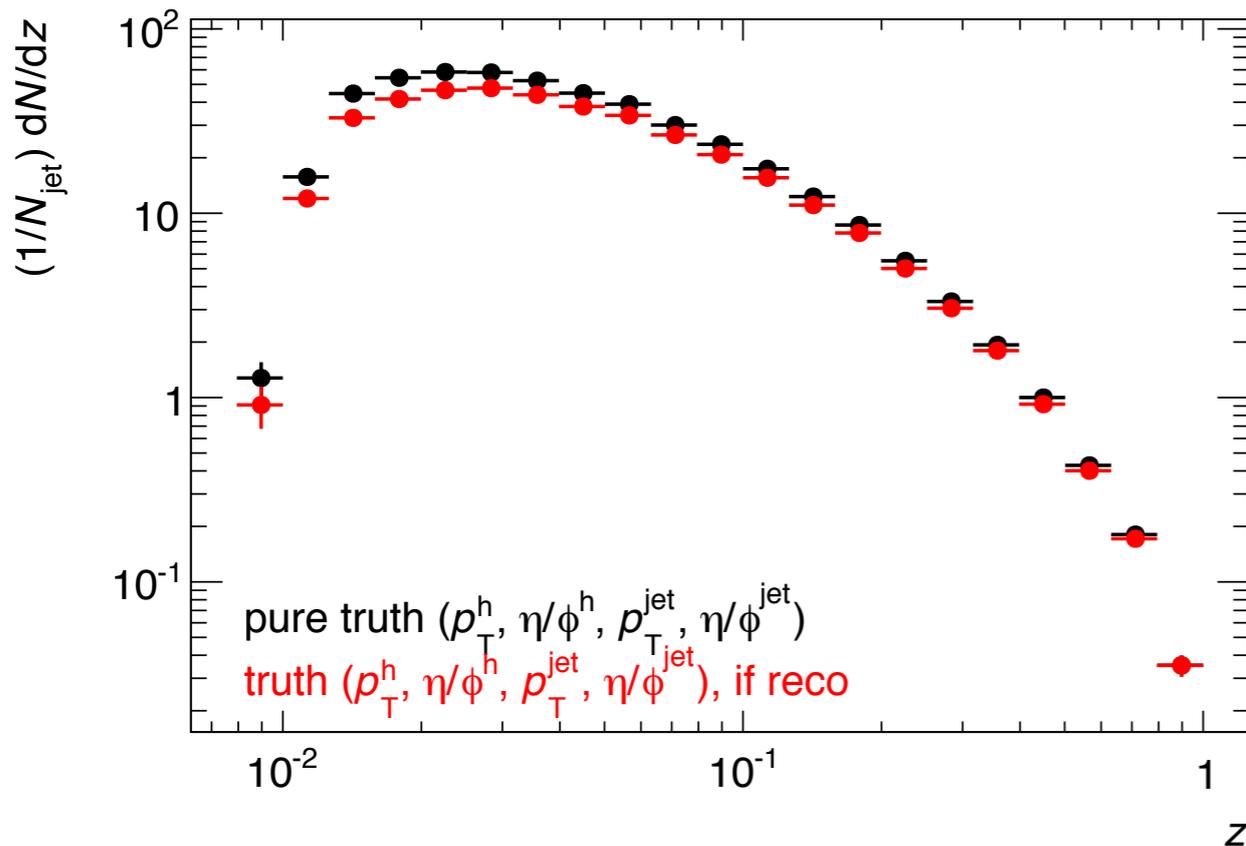
- Take all particles with  $p_{\text{T}}^{\text{particle}} > 0.5$  GeV that are within  $\Delta R_{\text{jet,particle}} < 0.4$  of the ( $R_{\text{anti-kt}}=0.4$ ) jet axis
  - $(1/N_{\text{jet}})dN/dz$ , where  $z = (\mathbf{p}^{\text{particle}} \cdot \mathbf{p}^{\text{jet}}) / |\mathbf{p}^{\text{jet}}|^2$
  - $(1/N_{\text{jet}})dN/dp_{\text{T}}^{\text{rel}}$ , where  $p_{\text{T}}^{\text{rel}} = |\mathbf{p}^{\text{particle}} \times \mathbf{p}^{\text{jet}}| / |\mathbf{p}^{\text{jet}}|$  (GeV)
  - others possible, e.g.  $(1/N_{\text{jet}}) (1/\Delta R) d(p_{\text{T}}^{\text{particle}})/d(\Delta R)$



# Detector effects on $z$ distribution

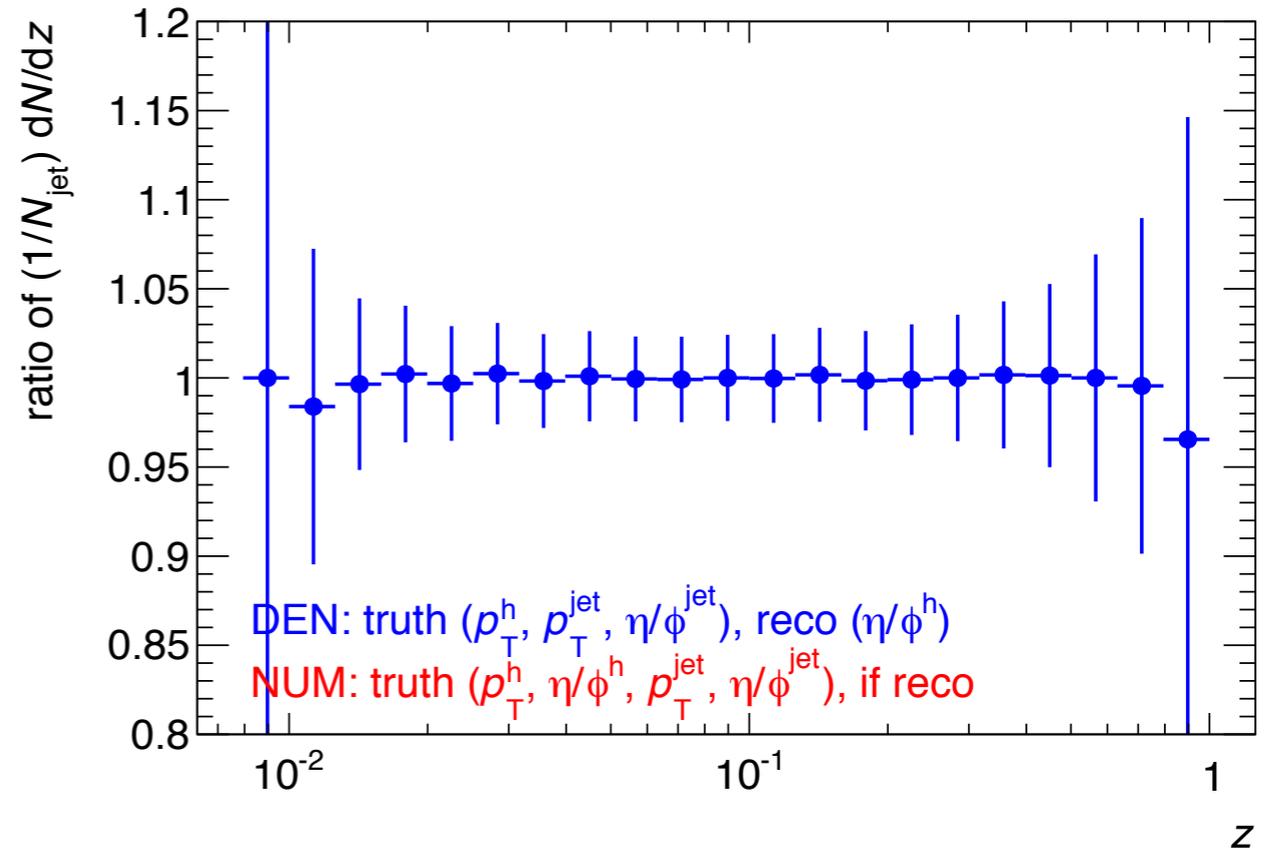
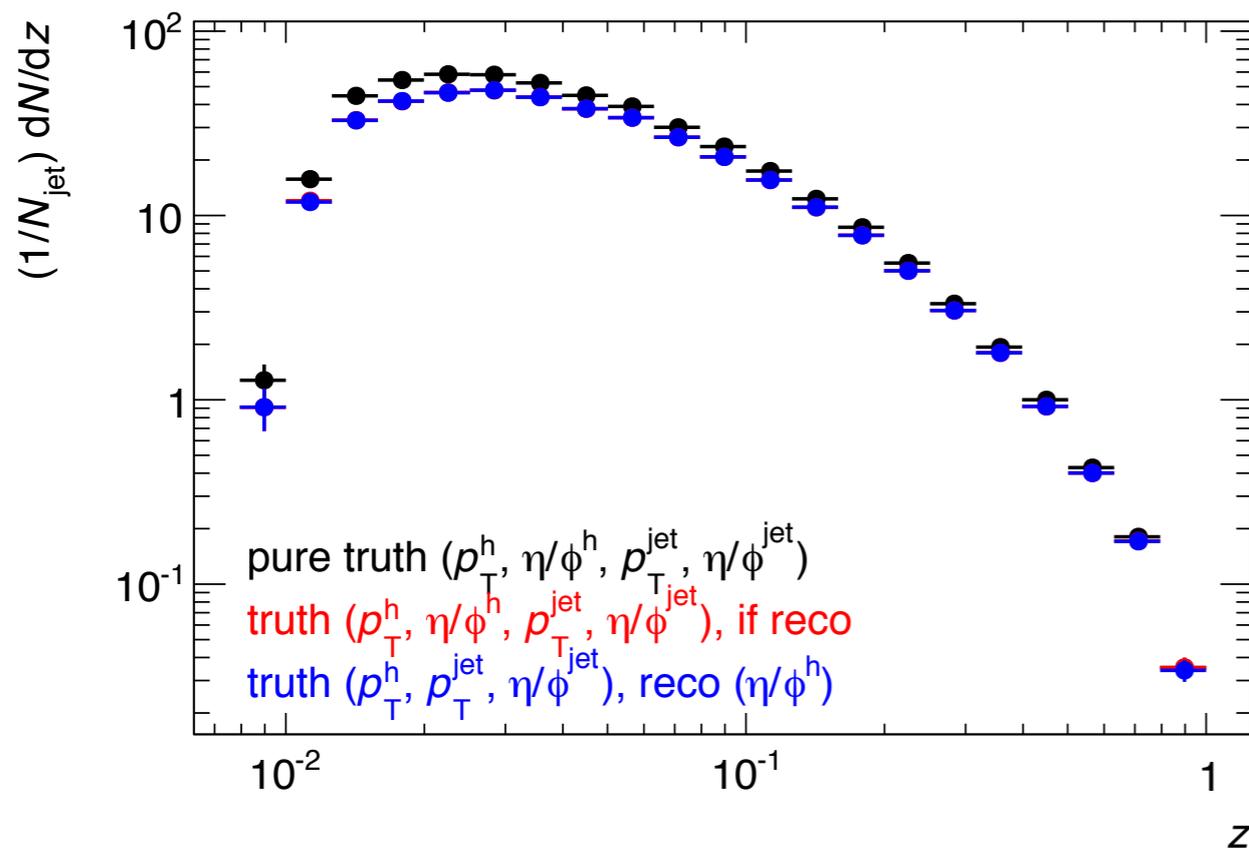
- Generator-level distribution using final-state charged particles ( $\pi$ ,  $K$ ,  $p$ ,  $e$ ) in HepMC record
- Will explore detector effects on distribution differentially:
  1. finite reconstruction efficiency
  2. resolution on particle angle
  3. resolution on particle momentum
  4. resolution on jet angle
  5. resolution on jet momentum

# 1. Finite reconstruction efficiency



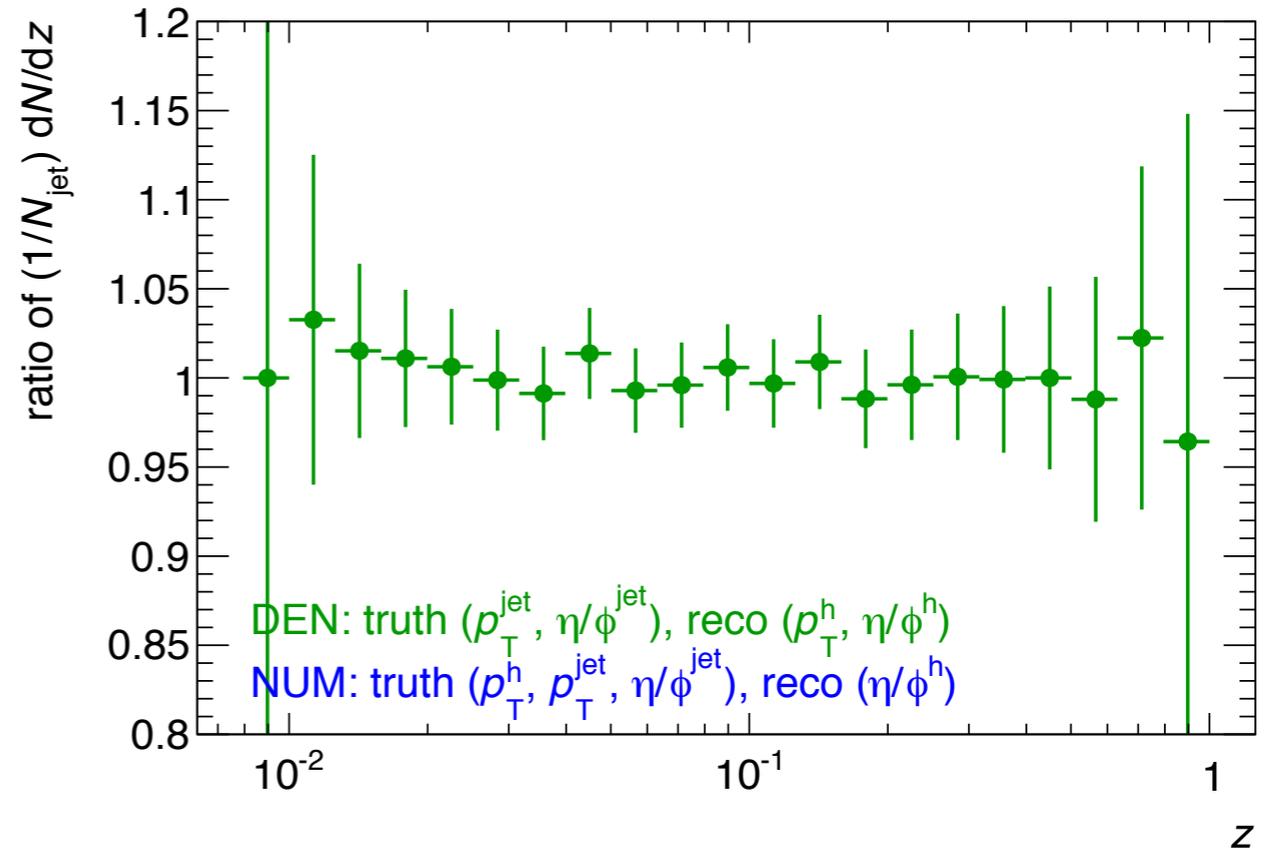
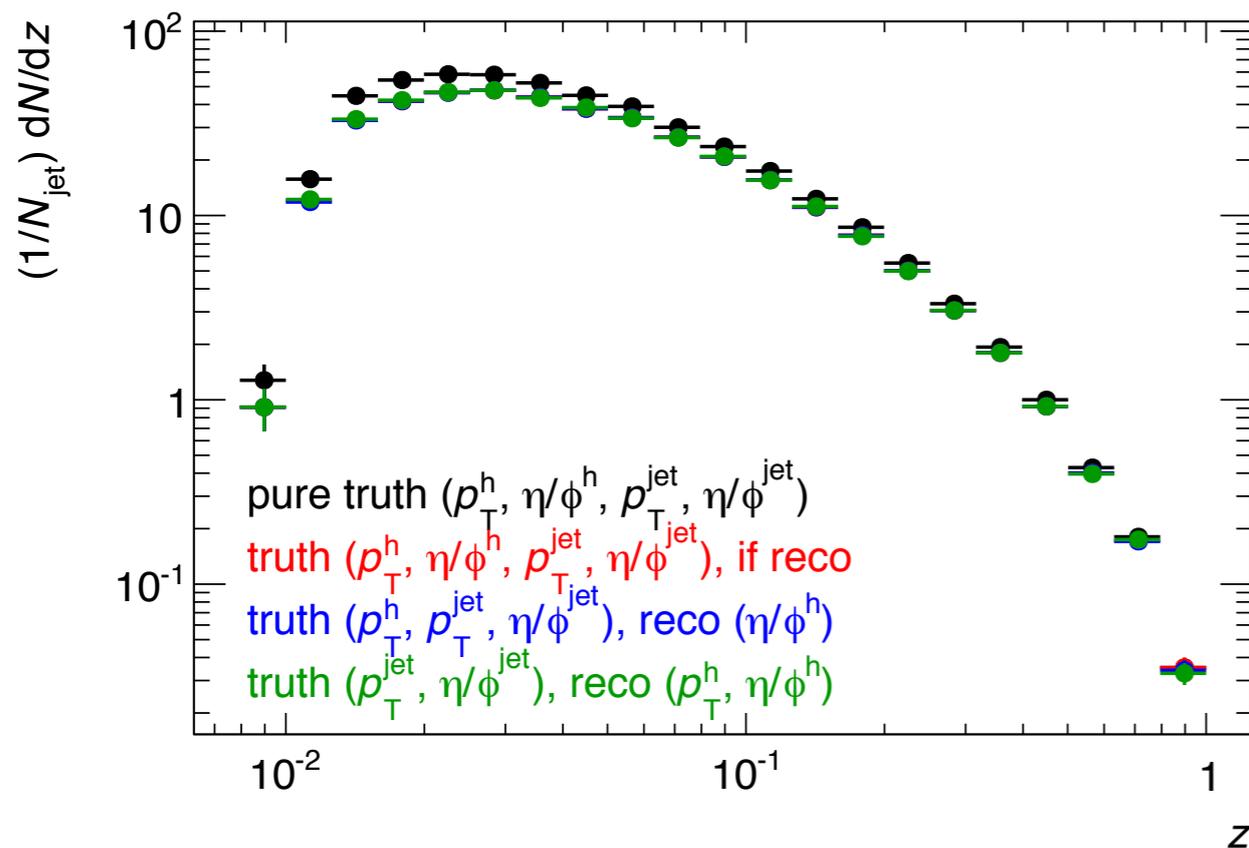
- Loop over all reconstructed tracks without quality cuts/selection
  - ➔ declare their “associated” truth particles  
(`SvtxTrackEval::max_truth_particle_by_nclusters()`) as having been successfully reconstructed
- Then, remake  $z$  distribution using the subset of truth particles which were successfully reconstructed
  - ➔ remember: no smearing in  $z$ , just drop in yield...

# 2. Resolution on particle angle



- As step #1, but use reconstructed track's  $(\eta, \phi)$ 
  - ➔ this can change dot product, and also push reconstructed particle angle out of jet cone
  - ➔ note: still using truth particle's  $p_T$ , and truth jet  $(p_T, \eta, \phi)$
  - ➔ resulting smearing in  $z$  is negligible except at very low- $z$

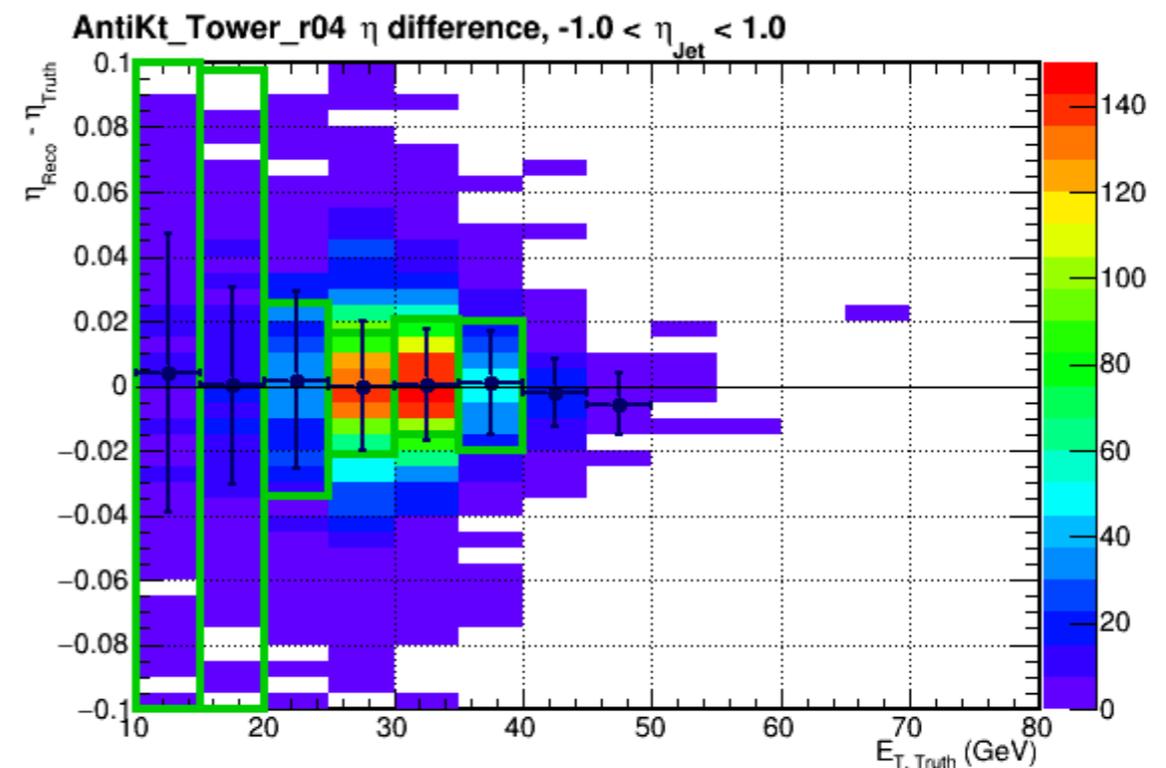
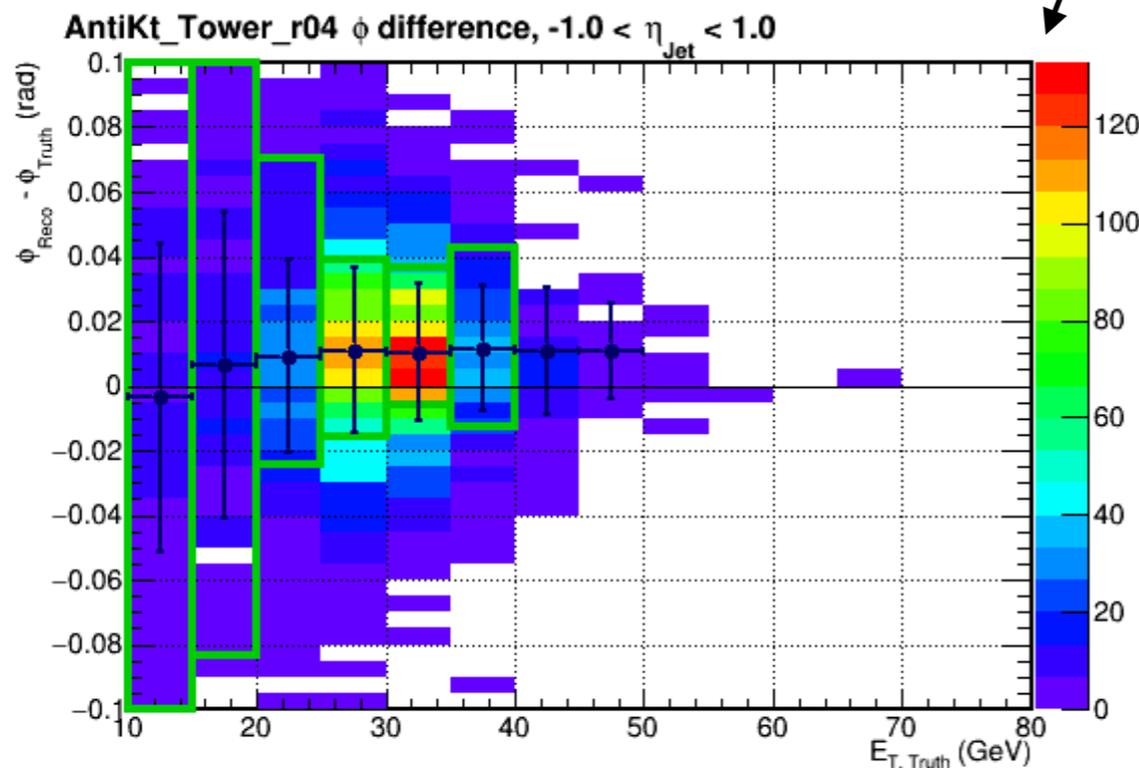
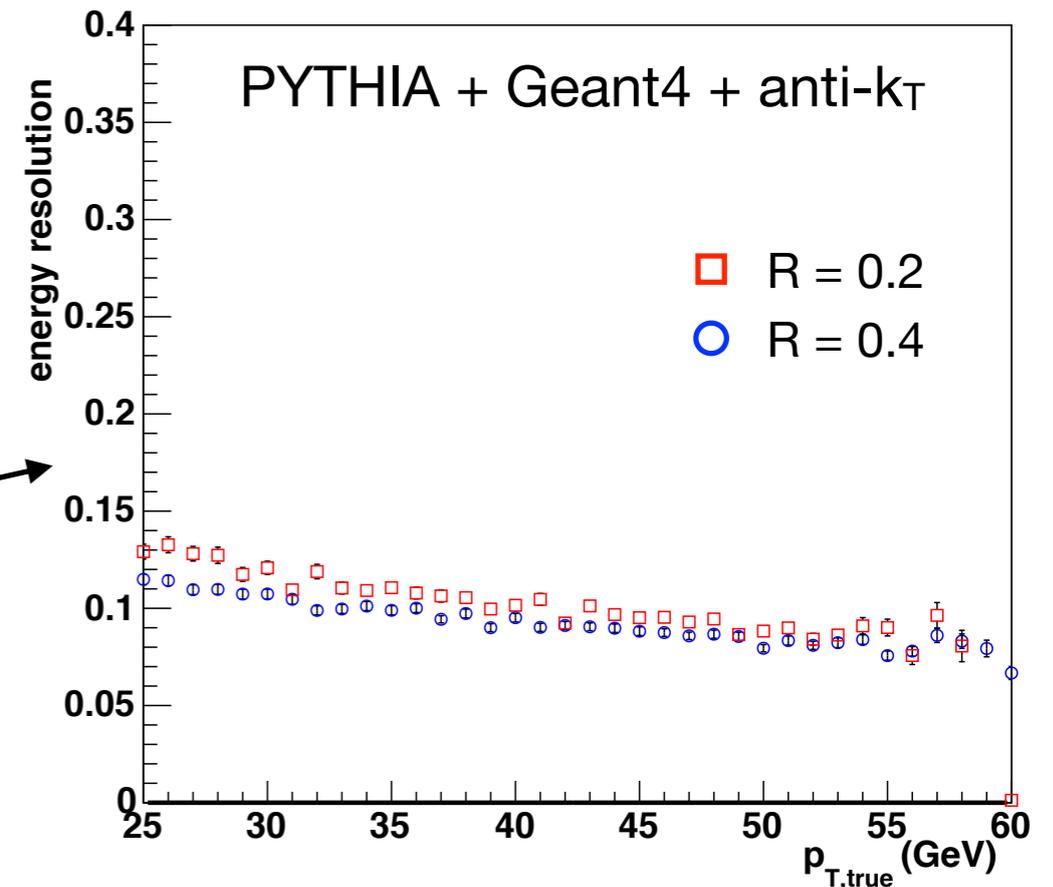
# 3. Resolution on particle momentum



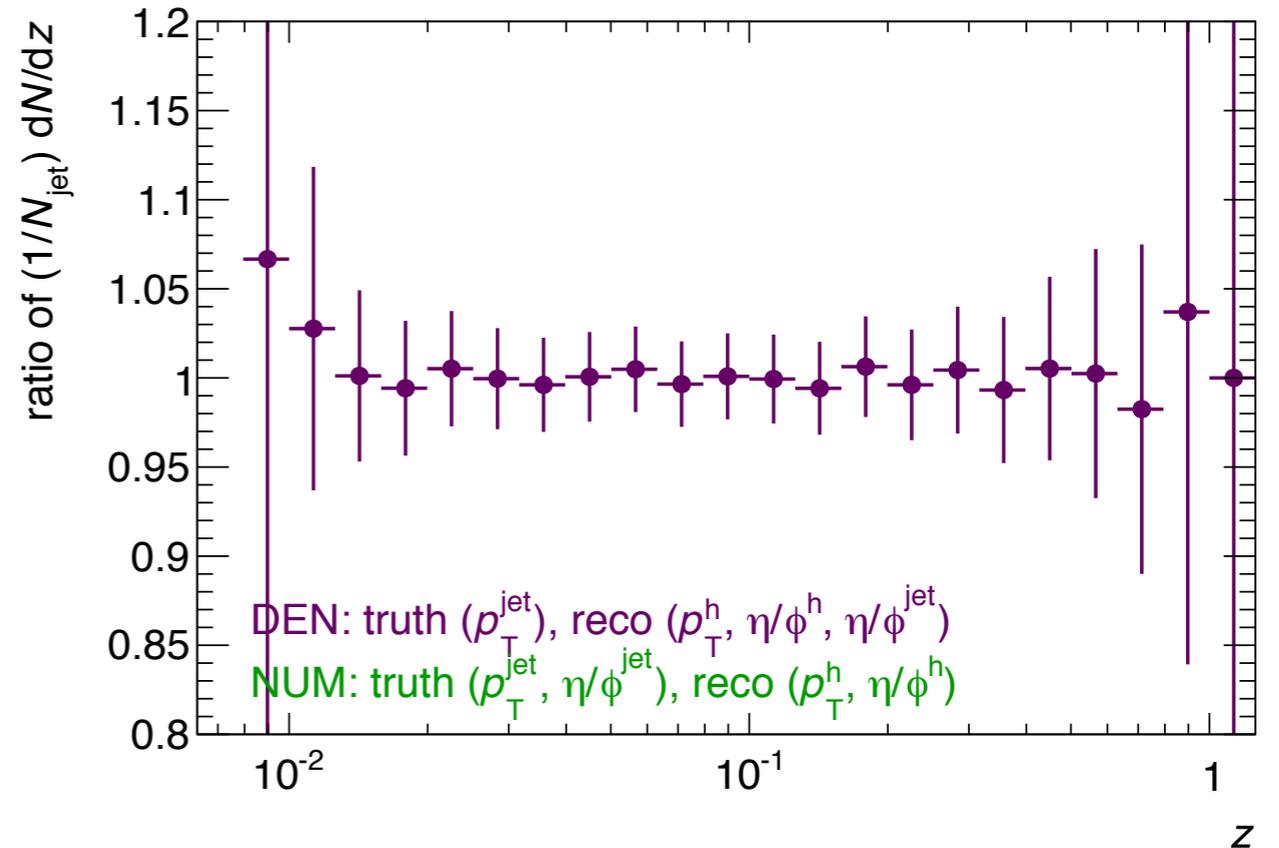
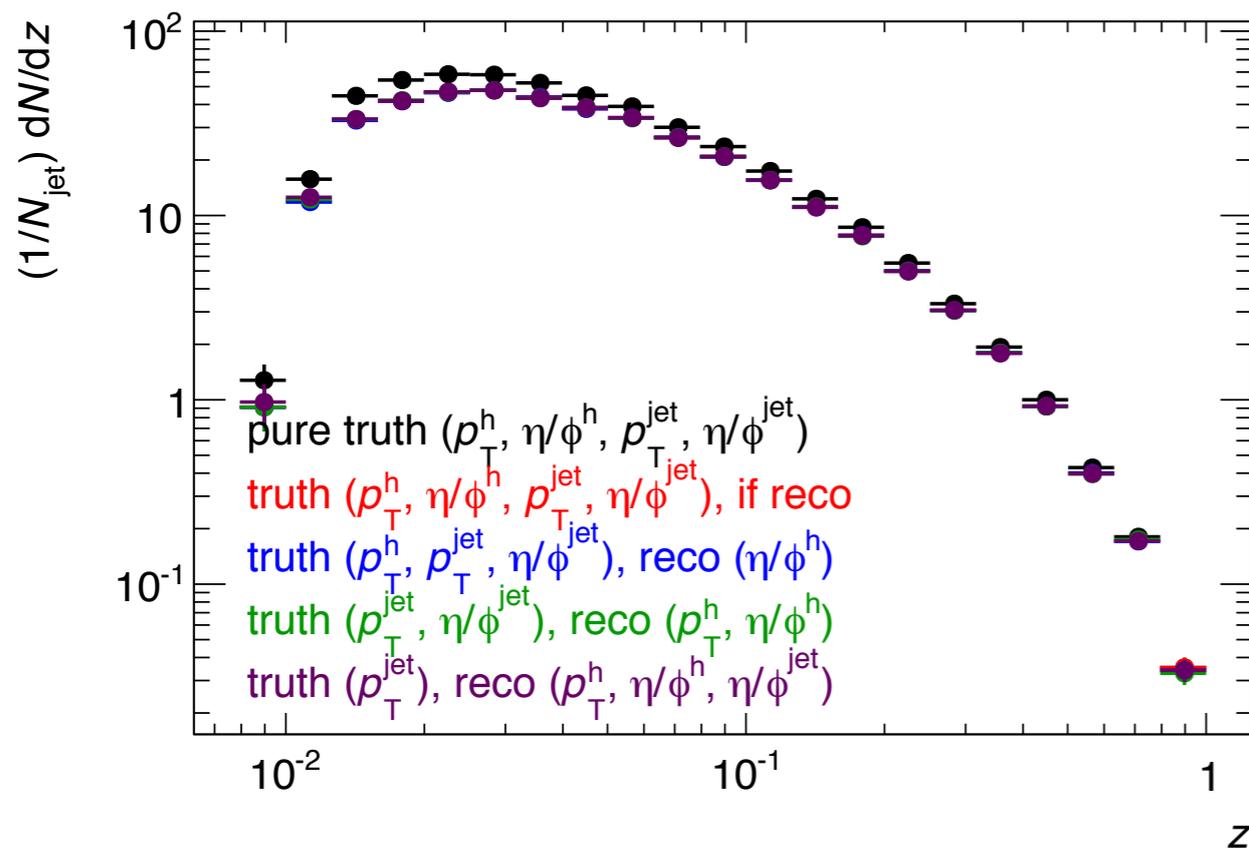
- As step #2, but using reconstructed track's  $p_T$ 
  - ➔ note: still using truth jet kinematics
  - ➔ resulting smearing in  $z$  is at the 1%-level

# Simulating jet angle & momentum resolution

- At the moment, no full G4 or fast simulation of calorimeters
  - ➔ grab some numbers from previous studies just to test scale of the effect
  - ➔ 10% resolution in  $p+p$  collisions from sPHENIX MIE document
  - ➔ 0.02 angular resolution Jin Huang's jet performance studies

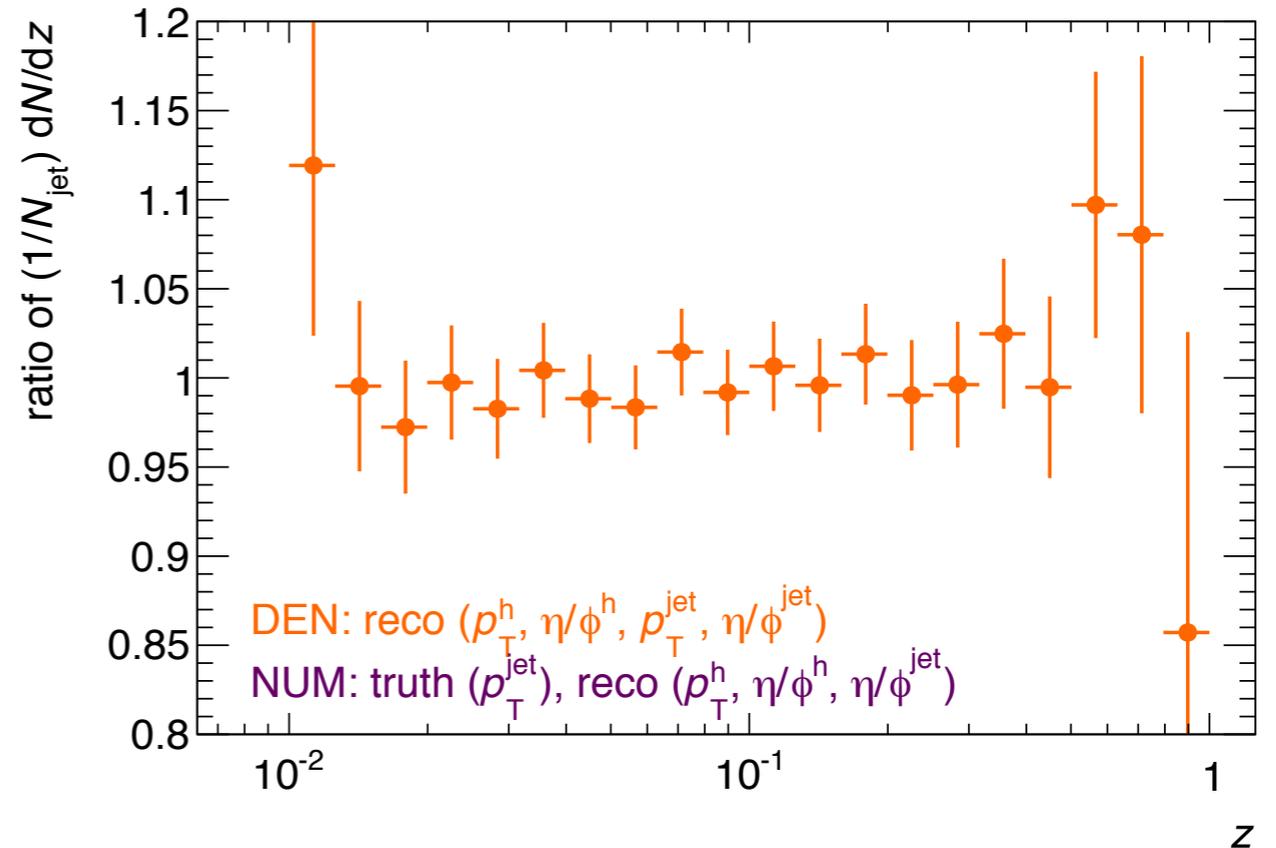
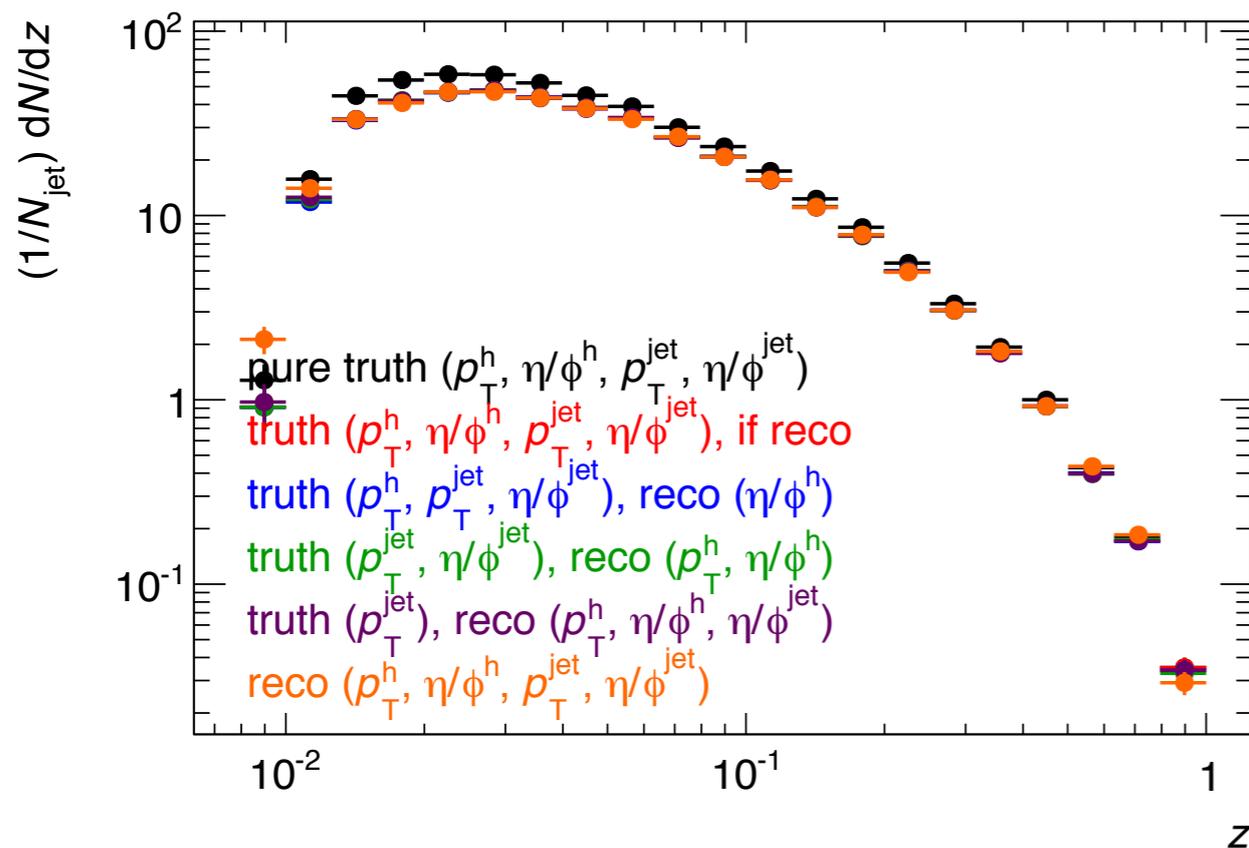


# 4. Resolution on jet angle



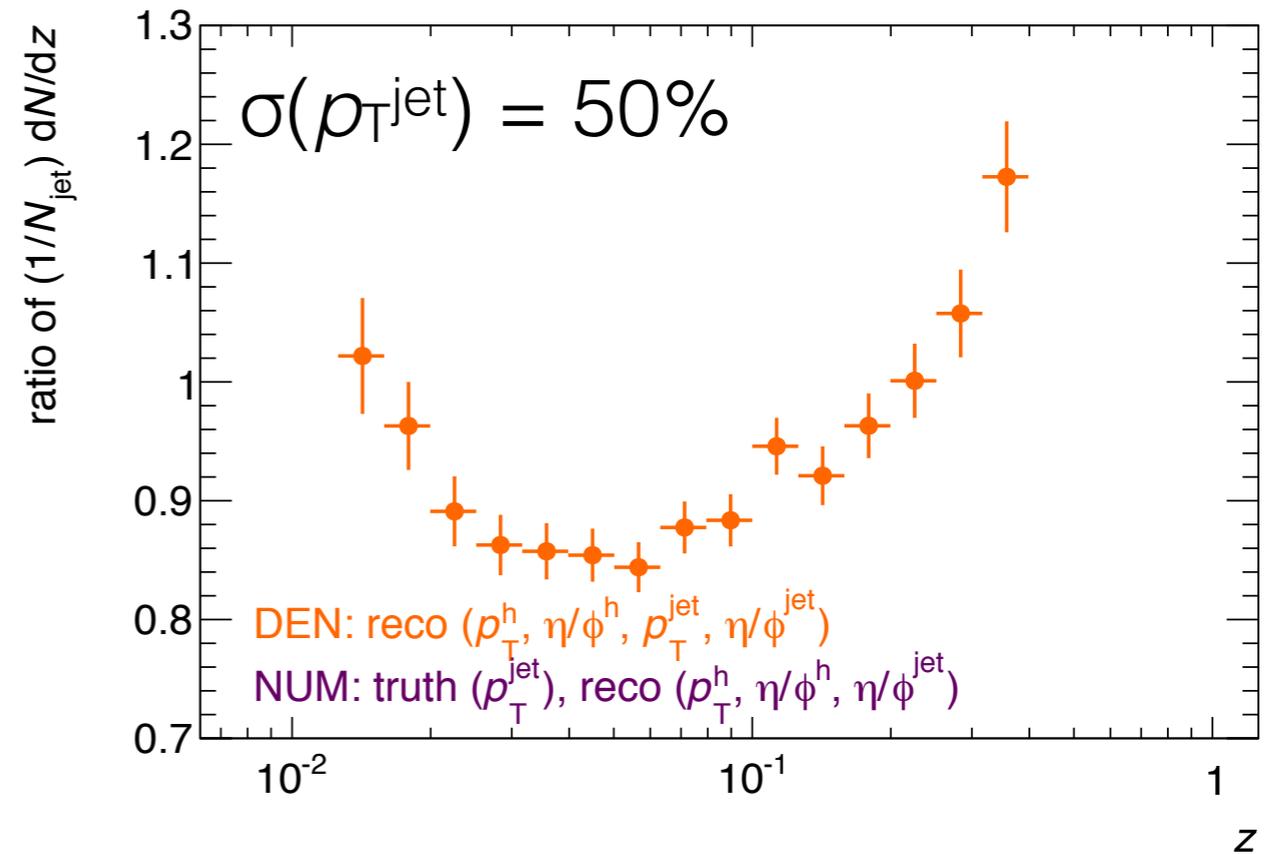
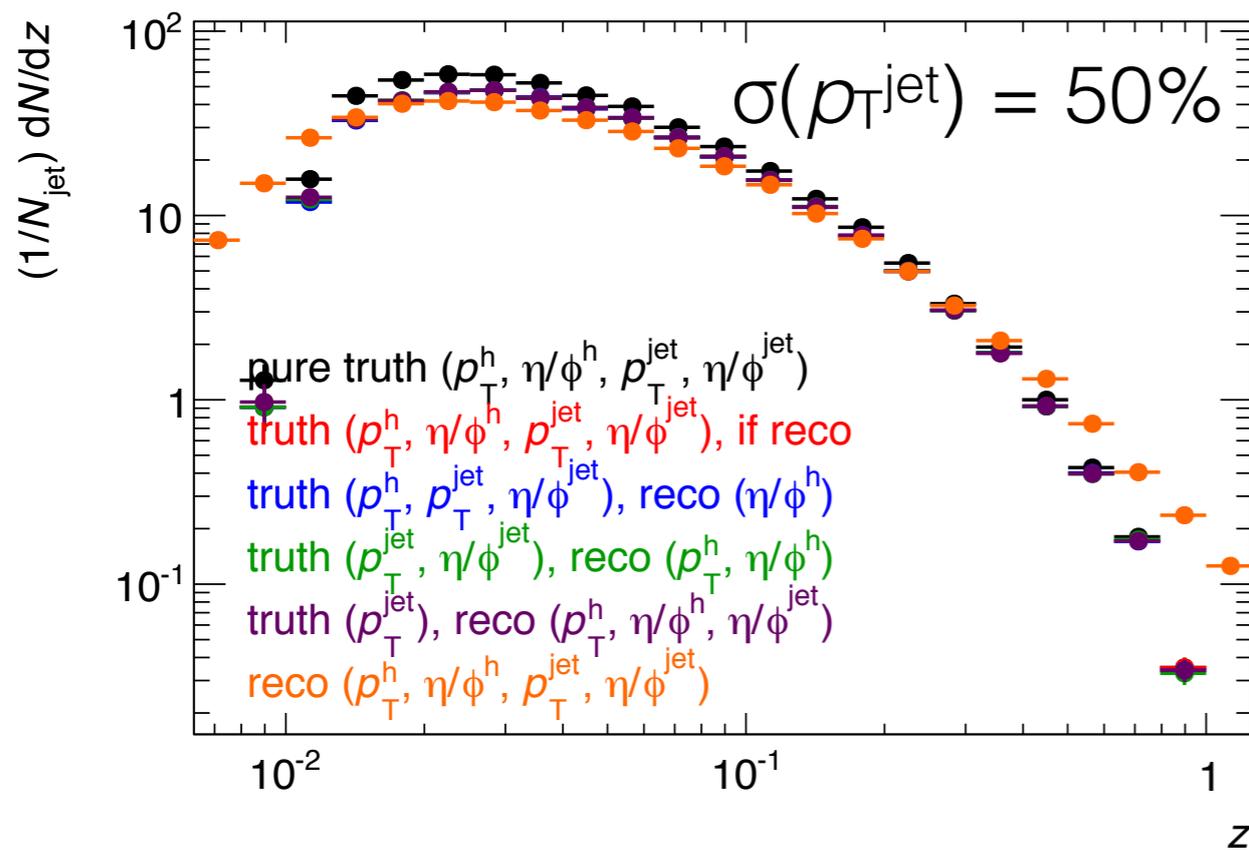
- No simulation of calorimeters, so no reconstructed jets
- Take step #3 and apply *ad hoc* Gaussian smearing of 0.02 radians to jet  $\eta$  and  $\phi$ , independently
  - ➔ recalculate  $z$  with new jet angle (note: no change in jet  $p_T$ )
  - ➔ smearing in  $z$  at the %-level

# 5. Resolution on jet momentum



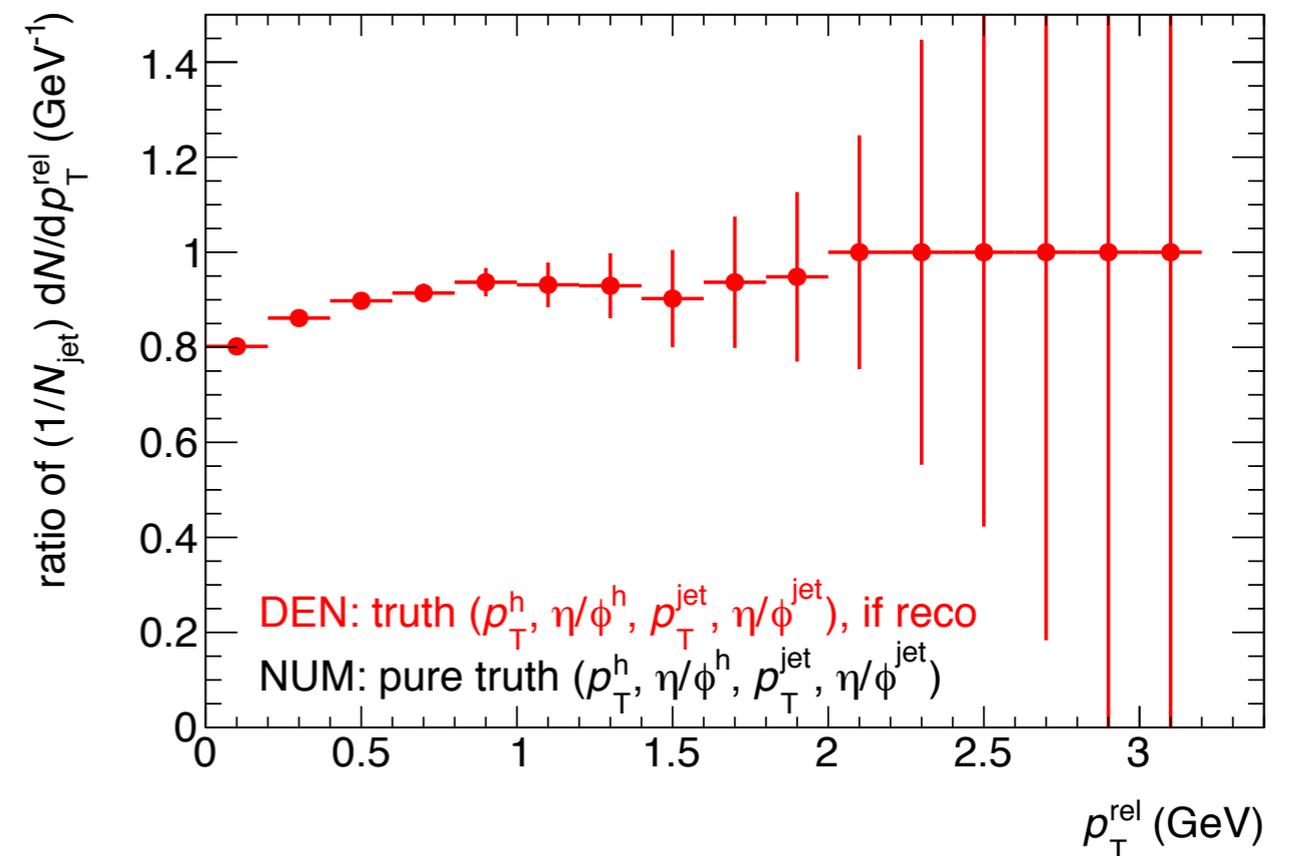
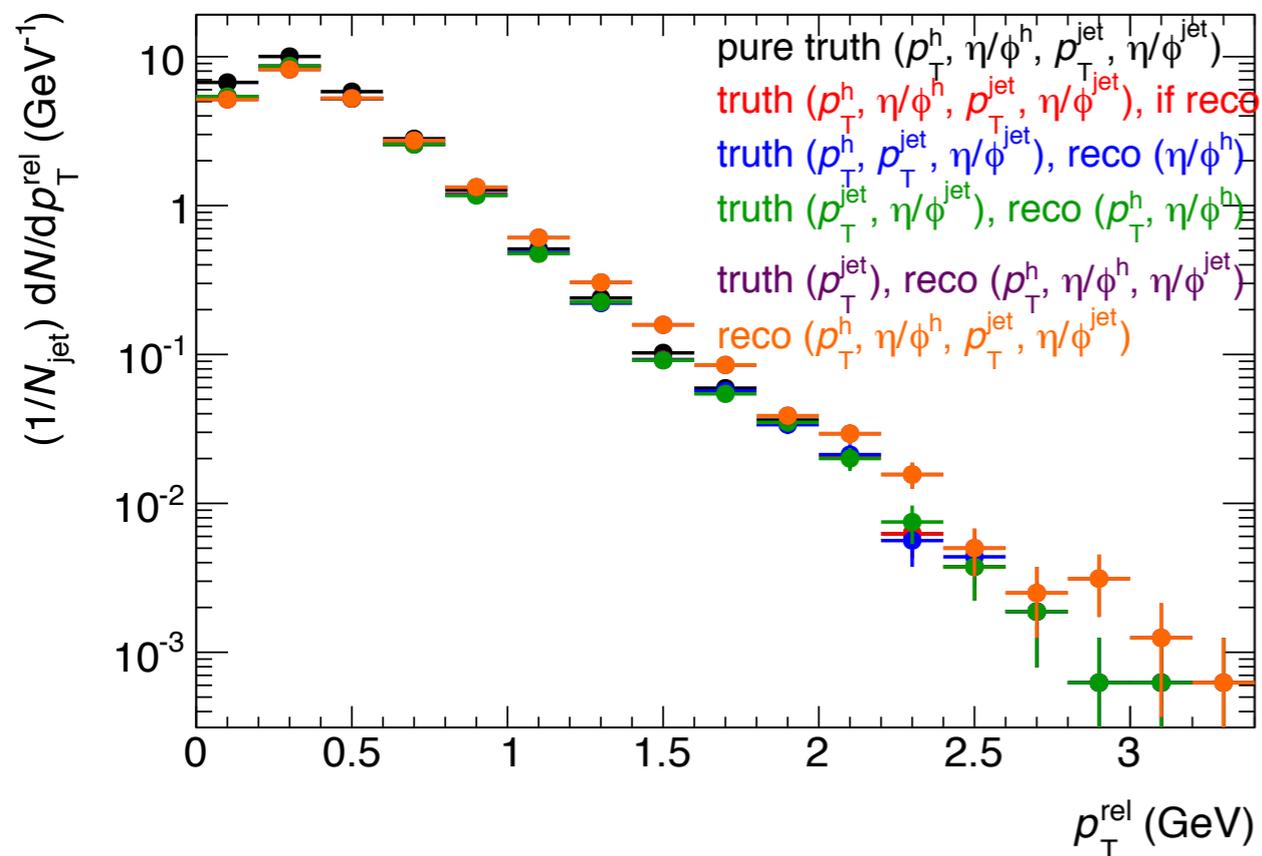
- Take step #4 and apply *ad hoc* 10% jet energy resolution, recalculate  $z$ 
  - ➔ smearing in  $z$  at the few-% level, but noticeably larger at low-/high- $z$
  - ➔ naively expected this effect to be larger (see next slide)

# 5. Resolution on jet momentum



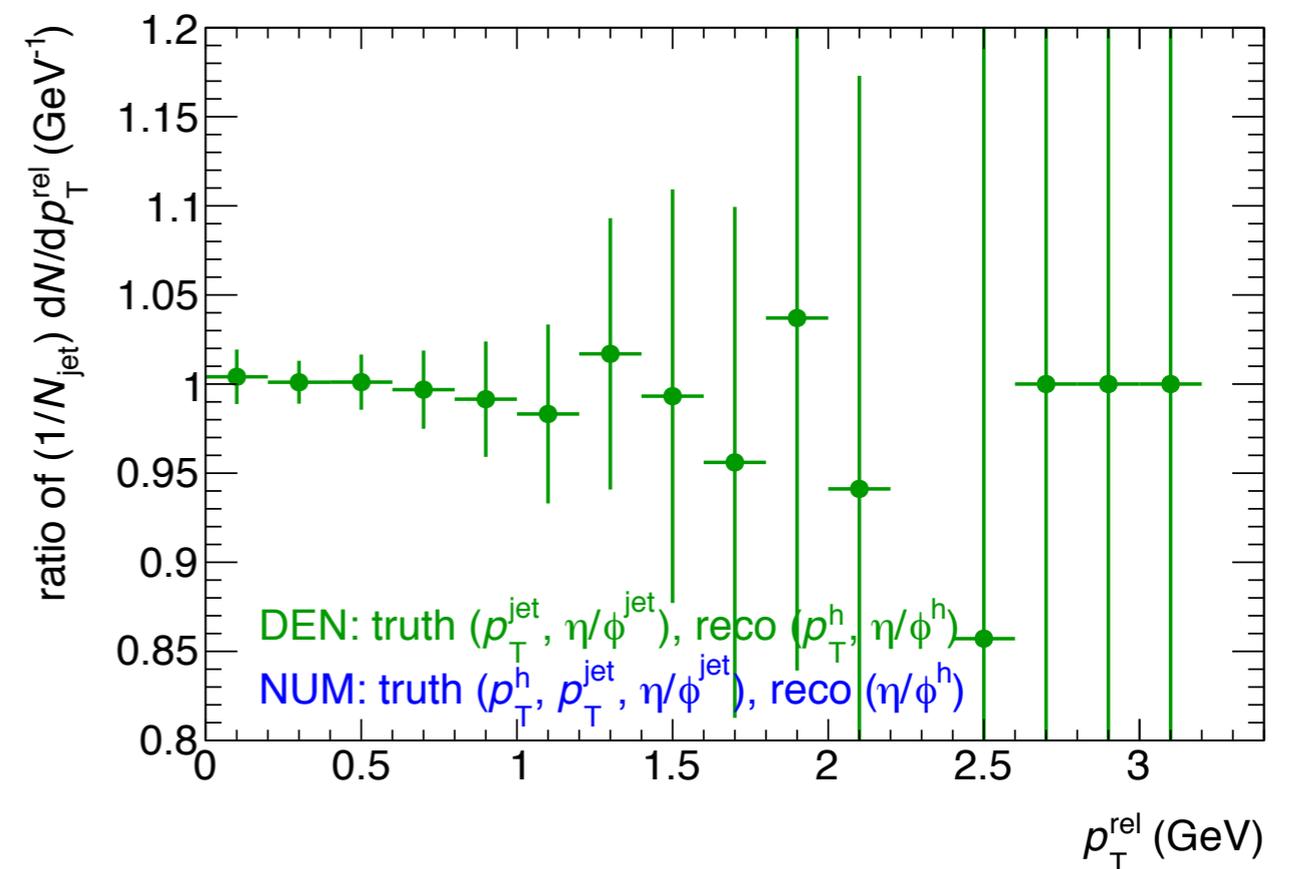
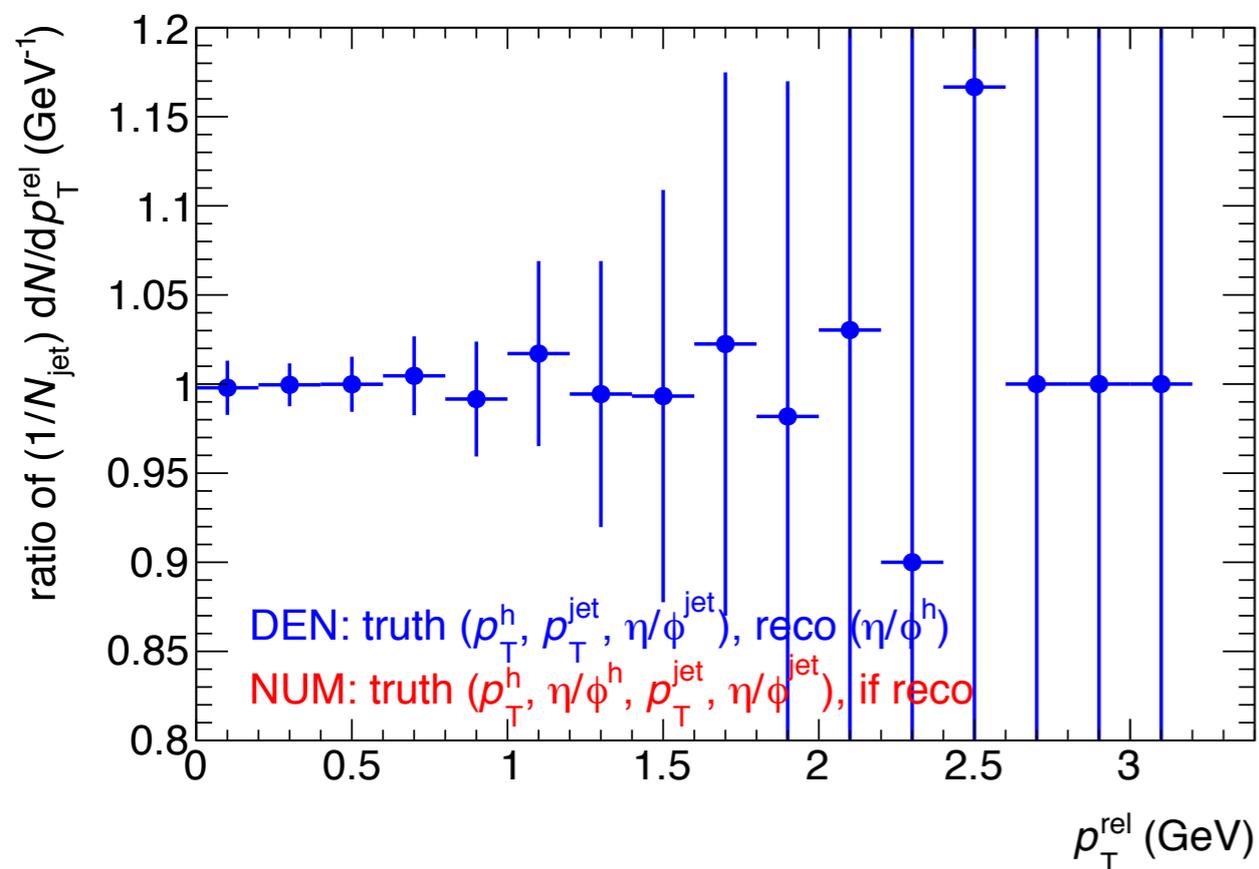
- Just to understand the effect, increase jet momentum resolution to 50%
  - ➔ as expected, “broadening” of measured  $z$  distribution
  - ➔ approximately 5x larger than effects of 10% resolution on previous slide
  - ➔ so, this effect is NOT important in  $p+p$  but will be important in Au+Au, where resolution is notably worse

# Detector effects on $p_T^{\text{rel}}$ distribution



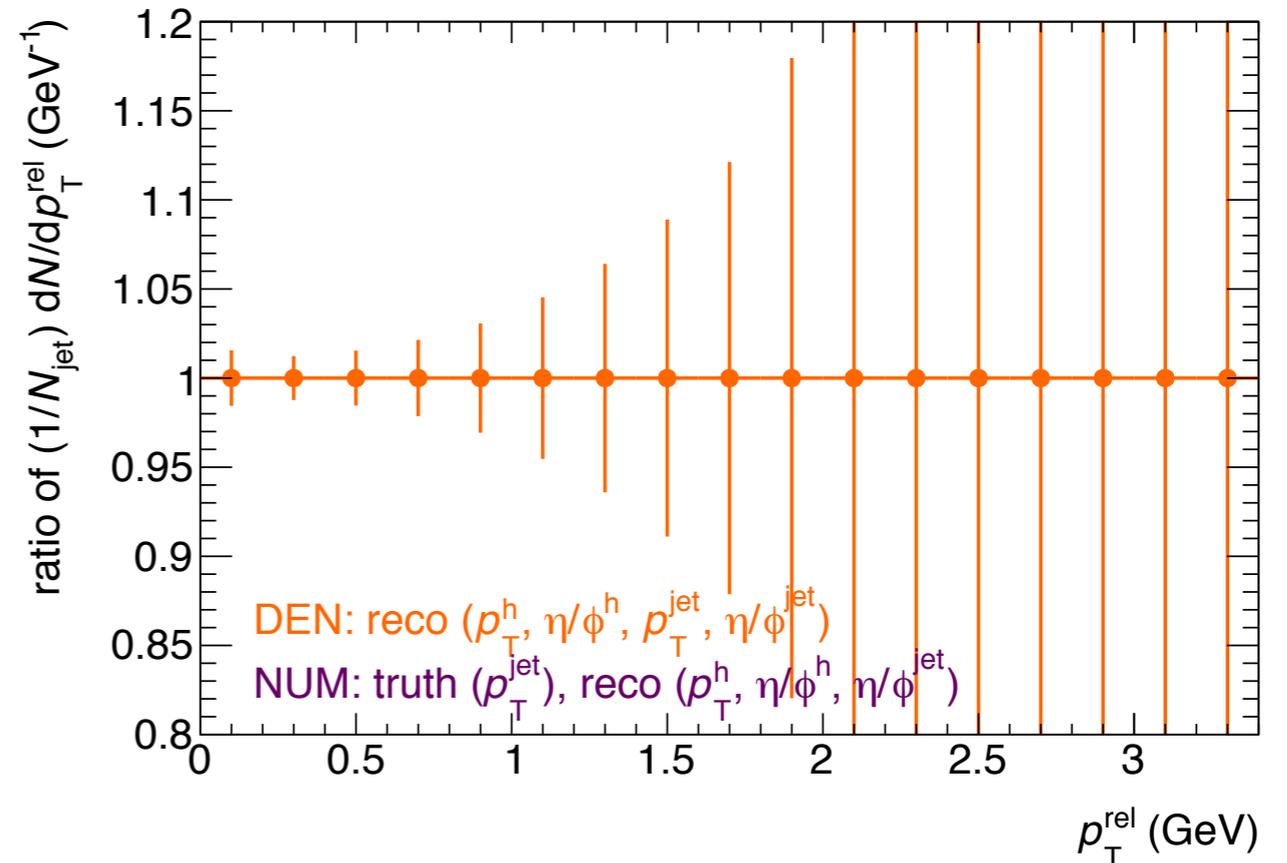
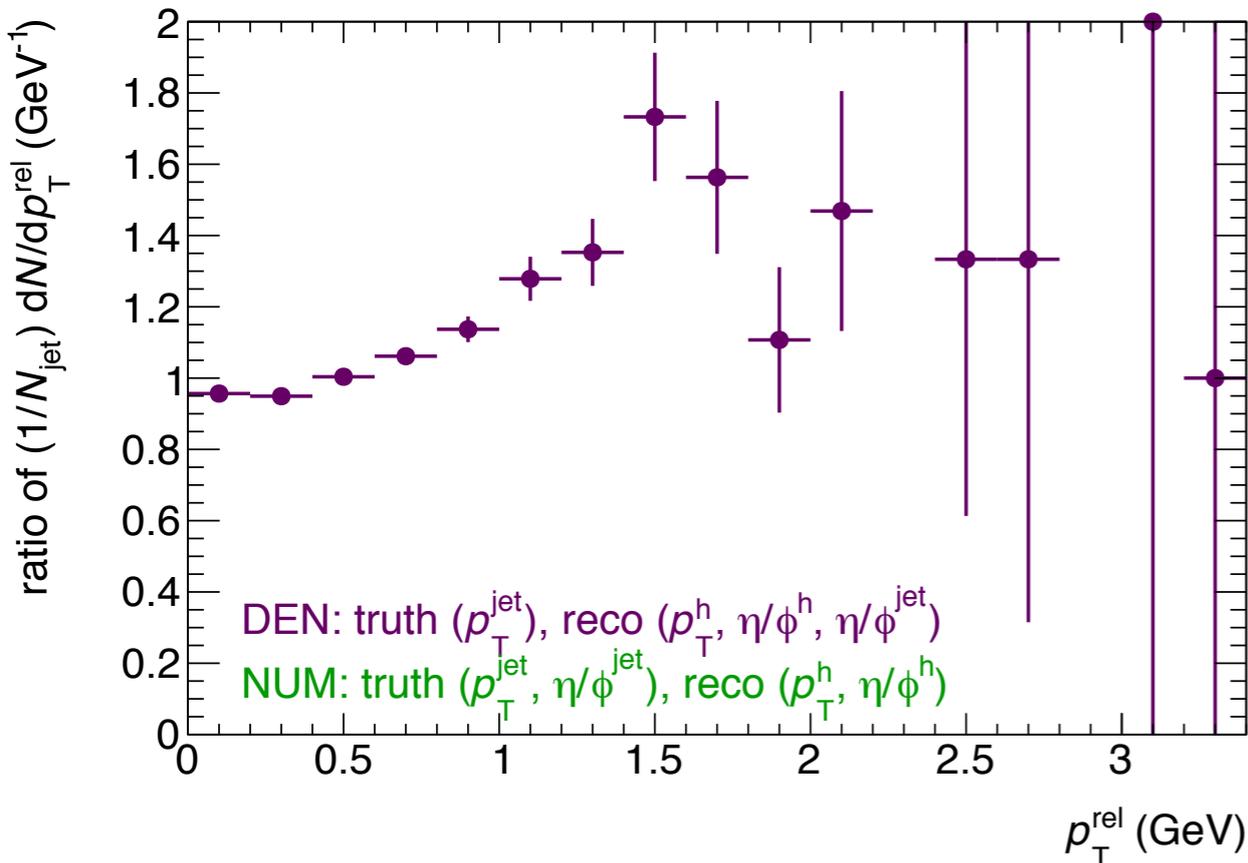
- Similar study with  $p_T^{\text{rel}}$  distribution
  - ➔ right plot: effect just of reconstruction efficiency (truth kinematics for particles and jets)

# Detector effects on $p_T^{\text{rel}}$ distribution



- Left: effect of particle angle resolution
  - ➔ %-level
- Right: effect of particle momentum resolution
  - ➔ few-% level, a specially at higher  $p_T^{\text{rel}}$

# Detector effects on $p_T^{\text{rel}}$ distribution



- Left: effect of  $\sigma_{\eta,\phi} = 0.02$  jet angle resolution
  - ➔ very large effect within current (linear) binning
  - ➔  $z$  goes as  $\cos(\Delta R) \sim 1 - \Delta R^2$ ,  $p_T^{\text{rel}}$  goes as  $\sin(\Delta R) \sim \Delta R$ , so more susceptible to small changes in  $\Delta R$ ?
- Right: effect of  $\sigma = 10\%$  jet momentum resolution
  - ➔ nil by construction, since it cancels in observable definition

# Next steps?

- Identify / quantify effect of fake tracks
- Analyze FF for Pythia8 jets embedded into HIJING Au+Au
  - ➔ large particle inefficiency & pT resolution, larger jet kinematics resolution, fake tracks?
  - ➔ would need to implement UE subtraction at low-z
- Compare & contrast other tracking options
  - ➔ which are ready to be used?
- Include calorimeters in simulation (full G4 or fast-sim with tails?)
  - ➔ to have more realistic handle on jet-part of the performance?
- Proposal for “money” performance plot:
  - ➔ train analysis procedure on Pythia8+HIJING (unmodified FF)
  - ➔ see how well one can reconstruct modified FF's (PYQUEN or JEWEL)